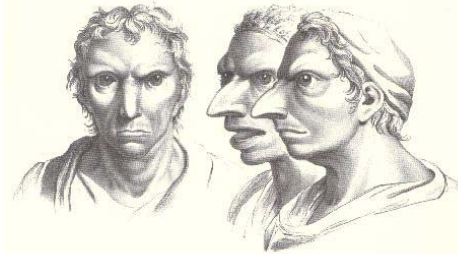



Description: Brown-nut hair and blue eyes, short and slim. He is dressed in simple winter cloths, typical of a peasant Slav.



WEAPON	INIT	ATK	DFN	DAM	FAT	RNG	SPC	STR	<div>Initiative: Qik+Weapon Skill+Weapon Initiative Bonus + Enc</div> <div>Attack: (Dex or Per) + Weapon Skill +Weapon Attack Bonus +Enc</div> <div>Defense: Qik + Weapon Skill + Weapon Defense Bonus - Size + Enc</div> <div>Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus</div> <div>Range: Effective Range of Weapon</div> <div>Space: Open paces rond you required to properly wield weapon.</div> <div>Strength: Minimum Str to use.</div>								
Fist/Kick	+3	+2	+3	-1	+2	Touch	0	--									
Fist/Kick/0	-2	-3	-2	-1	-3	Touch	0	+0									
<div><div><div>ARMOR</div><div>Protection: 0, Load: 0, Type: --</div></div><div><div>REPUTATIONS</div><div><div>SCORE</div><div>TYPE/TARGET</div><div>+2 Bad Reputation (Black Sheep)</div></div></div></div>									<div><div><div>EQUIPMENT</div><div><div>LOAD</div><div>ITEM AND NOTES</div><div>0 Fist/Kick (Initiative: +3; Attack: +2; Defense: +3; Damage: -1; Fatigue: +2; Skill: Brawling; Space: 0; Range: Touch)</div></div><div><div>LOAD</div><div>ITEM AND NOTES</div></div></div></div>								
<div><div></div></div>									<div><div><div>NOTES</div><div><div>Walk: 9+Qik+Enc = 9</div><div>Hustle: 15+Qik+Enc = 15</div><div>Sprint: 30+Qik+Ath+Enc-Wnd-Fat = 30+</div><div>Horseback: 50+Ride = 50</div></div></div></div>								

HERMETIC TRAITS

MAGIC ARTS

TECHNIQUE	TOTAL	SCORE	EXP	FORM	TOTAL	SCORE	EXP
Creo	1	1	1	Animal	6	6	21
Intellego	10	8	36	Aquam	0	0	0
Muto	8	8	36	Auram	0	0	0
Perdo	0	0	0	Corpus	6	6	21
Rego	0	0	0	Herbam	0	0	0
				Ignem	0	0	0
				Imaginem	0	0	0
				Mentem	5	5	15
				Terram	0	0	0
				Vim	0	0	0

IMPORTANT

Casting Spontaneous Spells
 Int + Technique + Form + Enc
 Divide by 2 if spending Fatigue level
 Divide by 5 if not

Casting Formulaic Spells

Stm + Technique + Form + Enc

Casting Ritual Spells

Formulaic Total + Concentration

Magic Resistance	10+
Parma Magica x 5 (+ Form and bonuses)	

Targeting Roll	1
Per + Finesse	

Concentration Roll	5
Int + Concentration	

Fast-Cast Speed	0
Qik + Finesse + Enc	

Certamen	3+
Int + Certamen + Technique + Form	

Basic Lab Total	7+
Int + Magic Theory + Technique + Form	

Maximum Vis per Season	4
Magic Theory + Vim	

WIZARD'S SIGIL

A sense of deja vu

WIZARD'S TWILIGHT

POINTS EFFECTS OF TWILIGHT

[illegible]

0 Total Twilight Points

Twilight Control: +3

CHARACTERISTICS

Int	0	Str	0	Com	0	Dex	0
Per	0	Sta	0	Pre	0	Qik	0

ABILITIES AND POWERS

[illegible]

FAMILIAR

CORD SCORES

Gold	0
Silver	0
Bronze	0

OTHER SCORES

Size	0
Magic Might	0

TOTALS

Cord Score	21
Cords Total	0
Bonds Total	0

BOND QUALITIES

SCORE	QUALITY
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[illegible]

Victor was taken at a young age by Stolziza, a great Bjornaer maga from the Pripet Maier covenant, a Bjornaer-only covenant that is the center of the tribunal. Throughout his apprenticeship Victor sent funds and support to his family. Stolziza was initially very pleased with Victor, especially when he developed his Crow heart-shape, a shape known for its wisdom and divinatory powers. But Victor showed little interest in the wildlife of the Pripet Maier swamp, and was more attracted to the city-life. By the end of his apprenticeship Stolziza showed little but contempt to this wayward student of hers, and was quick to release him from apprenticeship - too fast, some say. She made it very clear he was not welcome to stay at the swamp.